

THREE-DIMENSIONAL AUTOSTEREOSCOPIC IMAGE DISPLAY FOR A GAMING APPARATUS

Abstract of the Disclosure

5 A gaming apparatus may include a display unit capable of displaying three-dimensional images, a value input device, and a controller operatively coupled to the display unit and the value input device. The display unit may include a display screen which may have a plurality of display pixels and a lenticular screen coupled with the display screen. The controller may comprise a processor and a memory, and may be programmed to cause the display unit to generate a game display, to receive image
10 data relating to a combination of a plurality of perspective views of an image, said plurality of perspective views being interlaced to form said image, to cause the display unit to generate a three-dimensional display from the image data, and to determine a value payout associated with an outcome of a game. The three-dimensional display may include a first perspective view of the image when the image
15 is viewed from a first angle and a second perspective view of the image when the image is viewed from a second angle, the first and second perspective views being displayed simultaneously.